

Introduction to GraphQL

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REST

- ▶ Data requirements are dictated by the server-side
 - ▶ Multiple requests to fetch object graphs
- ▶ Multiple views of the same REST endpoint
 - ▶ Compact vs full views
- ▶ API evolution via versioned endpoints
- ▶ Weakly-typed endpoints

REST issues

- ▶ Over-fetching superfluous data
- ▶ Multiple requests to materialize resource graphs
 - ▶ Client takes responsibility for orchestrating data fetching and assembling data graph
- ▶ Payloads tend to grow over time, resulting in over-fetching
- ▶ Code duplication can occur when supporting multiple versions (server-side)
- ▶ Client changes when new versions of endpoints are rolled out

GraphQL Principles

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- ▶ Application-layer protocol
- ▶ Strongly-typed
- ▶ Introspective

Declarative Data Fetching

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- ▶ Avoid calling multiple endpoints
- ▶ Avoid aggregating data manually

Declarative Data Fetching

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- ▶ Client defines what will be included in the query response, not the server
- ▶ Data requirements are specified as a hierarchy of fields
- ▶ Avoid calling multiple endpoints
- ▶ Avoid aggregating data manually
- ▶ Avoid over-fetching and under-fetching data

Developer Experience

- ▶ GraphQL delivers better developer experience with...
 - ▶ a self describing API which can be introspected by tooling
 - ▶ tooling can validate against schema
 - ▶ query and mutation input validation
 - ▶ query facilities that aggregate data on the server-side
 - ▶ no need for versioning; query resolvers are independent of one another

Performance Improvements

- ▶ GraphQL delivers better performance by...
 - ▶ multiple independent queries can be sent in a single HTTP request
 - ▶ reducing the number of requests for a data graph
 - ▶ aggregating the data graph on the server-side, potentially across service boundaries
 - ▶ only sending the data fields requested

Schema Definition Language (SDL)

- ▶ Strong type system
- ▶ Type system == GOOD!
- ▶ Type language: Schema Definition Language (SDL)
- ▶ GraphQL schema can be introspected by tools and runtimes

User-defined Scalars

```
scalar uuid
```

```
scalar timestamp
```

```
scalar secureUrl
```

Object Types and Fields

```
type Actor {  
  id: uuid!  
  firstName: String!  
  lastName: String!  
}
```

User-defined Object Type Field

```
type ActorAggregateFields {  
  count(columns: [ActorSelectColumn!],  
    distinct: Boolean): Int  
  max: ActorMaxFields  
  min: ActorMinFields  
}
```

Enumerations

```
enum ConflictAction {  
    ignore  
    update  
}
```

Lists and Non-null

```
type ActorsAggregate {  
    aggregate: ActorAggregateFields  
    nodes: [Actor!]!  
}
```


Interfaces

```
interface Person {  
    id: ID!  
    firstName: String!  
    lastName: String!  
}
```

```
type DraftProspect implements Person {  
    id: ID!  
    firstName: String!  
    lastName: String!  
    position: FootballPosition!  
}
```

Union

```
union SearchResult = Human | Droid | Starship
```

Input Types

```
input ReviewInput {  
  stars: Int!  
  commentary: String  
}
```

GraphQL Queries

- ▶ Queries retrieve data

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- ▶ Query structure mimics data structure in response

Query type

```
type Query {  
  hero(episode: Episode): Character  
  droid(id: ID!): Droid  
}
```

Query example

```
query {  
  hero {  
    name  
  }  
  droid(id: "2000") {  
    name  
  }  
}
```

GraphQL Mutations

- ▶ Mutations create, update, or remove data

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- ▶ Typically use input types for specifying a grouping of fields

Mutation type

```
type Mutation {  
  addBook(input: AddBookInput!): Book  
  removeBook(id: ID!): Boolean  
}
```

Mutation example

```
mutation AddBook($input: AddBookInput!) {  
  addBook(input: $input) {  
    id  
  }  
}
```

- ▶ Input is bound to variables in client

GraphQL Subscriptions

- ▶ Server-sent events

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- ▶ Server-sent events
- ▶ Asynchronous
- ▶ Communication through WebSockets
- ▶ Server-side implementation dependent on platform

Subscription type

```
type Subscription {  
  commentAdded(input: CommentAddedSubscribeInput!): Comment  
}
```


Subscription type

```
subscription CommentAddedSubscription(  
  $input: CommentAddedSubscribeInput!  
) {  
  commentAddedSubscribe(input: $input) {  
    comment {  
      id  
      commentText  
      commenter {id, firstName, lastName}  
    }  
  }  
}
```

Schema declaration

```
schema {  
  query: Query  
  mutation: Mutation  
  subscription: Subscription  
}
```

Server implementations

- ▶ Apollo Server (Node.js)
 - ▶ <https://www.apollographql.com/docs/apollo-server/>
- ▶ GraphQL Ruby (Ruby/RoR)
 - ▶ <https://graphql-ruby.org/>
- ▶ GraphQL Java (Java)
 - ▶ <https://www.graphql-java.com/>
- ▶ GraphQL .NET (.NET)
 - ▶ <https://graphql-dotnet.github.io/>

Clients

- ▶ Apollo Client (JavaScript)
 - ▶ <https://www.apollographql.com/docs/react/>
- ▶ Relay Modern (JavaScript/React)
 - ▶ (<https://relay.dev/>)
- ▶ Apollo Client (iOS)
 - ▶ <https://www.apollographql.com/docs/ios/>
- ▶ Apollo Client (Android)
 - ▶ <https://github.com/apollographql/apollo-android>

Tools

- ▶ graphql-tools
 - ▶ <https://www.apollographql.com/docs/graphql-tools/>
- ▶ Insomnia
 - ▶ <https://insomnia.rest/graphql/>
- ▶ Altair
 - ▶ <https://altair.sirmuel.design/>
- ▶ Postman
 - ▶ <https://learning.getpostman.com/docs/postman/sending-api-requests/graphql/>

Recommended reading

- ▶ Principled GraphQL
 - ▶ <https://principledgraphql.com/>
- ▶ Production Ready GraphQL
 - ▶ <https://productionreadygraphql.com/>
- ▶ The GraphQL Guide
 - ▶ <https://graphql.guide/>
- ▶ Awesome list of GraphQL and Relay
 - ▶ <https://github.com/chentsulin/awesome-graphql>

This presentation

- ▶ <https://github.com/cebartling/graphql-introduction>

Literature Cited

- ▶ <https://reactjs.org/blog/2015/05/01/graphql-introduction.html>
- ▶ <https://www.upwork.com/hiring/development/why-facebooks-graphql-language-should-be-on-your-radar/>
- ▶ <https://www.youtube.com/watch?v=pJamhW2xPYw&feature>
- ▶ <https://speakerdeck.com/dschafer/graphql-client-driven-development?slide=61>

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- ▶ <https://blog.echobind.com/8-business-reasons-to-adopt-graphql-and-apollo-server-c2e0e9655310>